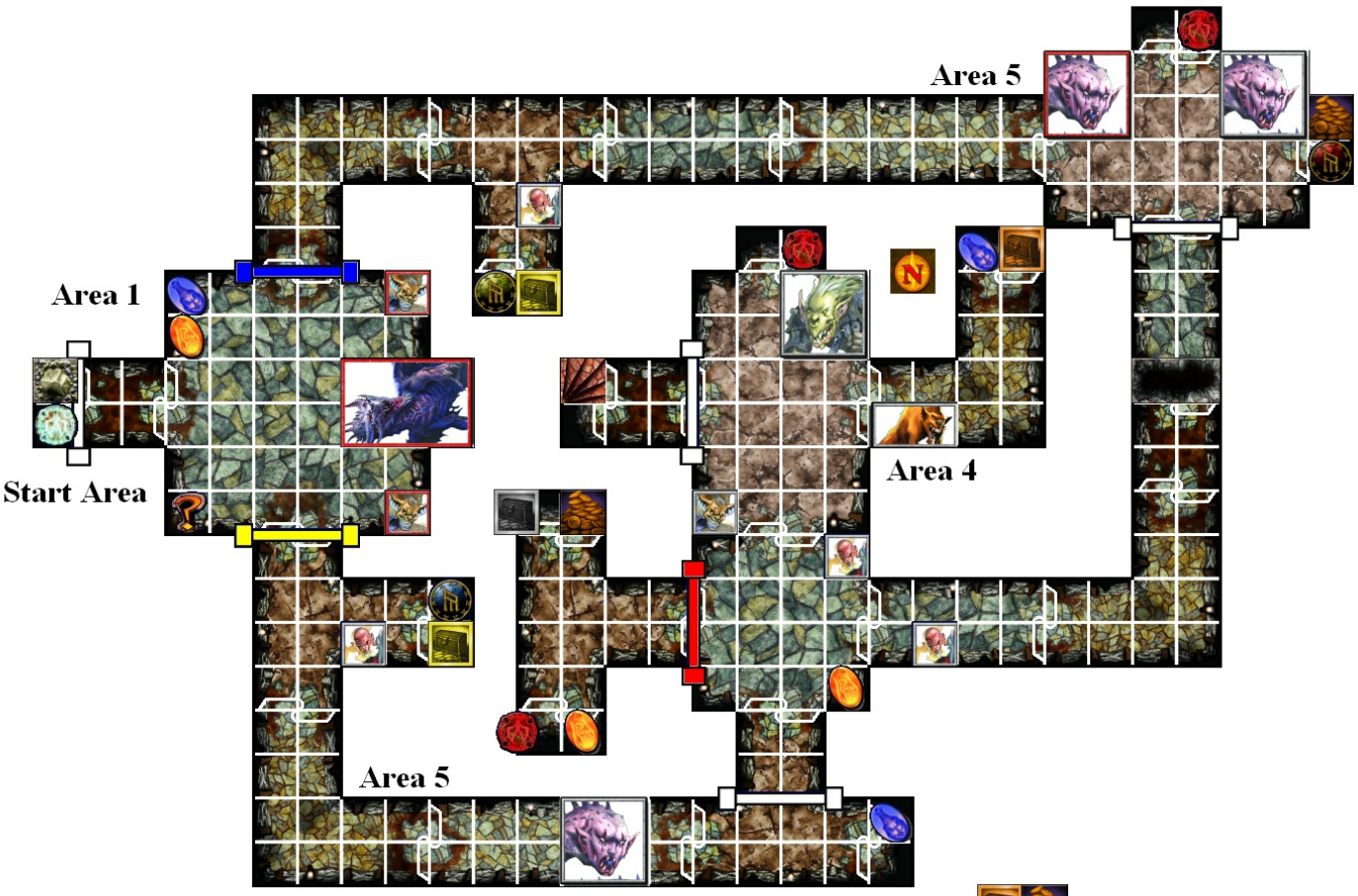

Copper 1	2 Conquest tokens, 1 Curse 1 Copper treasure
Copper 2	100 Coins, 1 Copper Treasure
Copper 3	2 Copper Treasures, 1 Curse
Silver 1	1 Silver treasure, 200 Coins 1 Curse
Silver 2	2 Silver Treasures, 2 Curses
Silver 3	2 Conquest tokens, 200 Coins, 1 Curse
Gold 1	2 Gold Treasures, 3 Curses
Gold 2	1 Conquest Token, 1 Gold Treasure 2 Curses

Fan Created Scenario.

Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

Imprisonment

By DarkReality

Quest Background

Upon your entry into Roffa City, you sense an uncomprehensible tension. A grim feeling, and fear in the eyes of every man and woman you encounter in the streets. As you enter the local tavern, the old barkeeper explains what is causing this town the terror that you felt since you arrived. "The last couple of weeks an ancient dragon has re-appeared and attacks all that dare to leave town at night." Before the man finished his story, you realized that there was only one way to stop this menace, and you ask for the location of the dragon's lair. With the location known, you set forth at the first signs of daylight, to find and vanquish the dragon.

Quest Goals

After finding the lair of the dragon, you prepare to descend into the depths. Your goal is to kill Ajax the dragon, and collect as much treasure as you can find. Activating some of the ancient glyphs of transport along the way. You start with 5 conquest tokens, and if you ever run out of conquest tokens, Ajax will have triumphed over you. Good luck.

Area 1

As you enter this dark room, you can hear a faint sound. It does not take long for you to realize that in front of you there is a sleeping dragon. Hoping to keep the dragon in his current state, you proceed, as quietly as possible.

The dragon is asleep, and will remain asleep untill one of the heroes reaches the encounter mark. In it's current state, the dragon can not be attacked.

As soon as a hero stands on the encounter mark:

In the corner of the room lies a pile of rubble. Hoping to find a key to one of the doors in this room, you search through the rubble. Even though you where carefull enough to not make any noise, as you turn around after an unsuccesfull search, a surge of wind slams the door, through which you enters, shut. The noise wakes the dragon, and it instantly attacks.

When the dragon awakes, close the door leading to the entrance area, and place any hero that was not already in the room adjacent to the door (inside the room). This door does not re-open untill the dragon is defeated.

Treat Ajax the dragon as a normal master dragon, except he has armor 8 and 6 extra wounds. As soon as the dragon is awoken, it interupts the heroes' turn and has a free attack. The heroes do not get a new turn after the attack, and any actions already taken are lost.

Any hero killed by the dragon in this stage is not allowed to return to the game untill all the heroes are defeated. Being killed in this way, does not result in the loss of conquest tokens, as the heroes are not killed, but are knocked unconscious. Once all the heroes are defeated, place them on the encounter marks in area 2.

When the heroes kill the dragon:

As you deal the final blow to the dragon, it collapses to the ground. The impact of his fall shakes open the door through which you entered the lair, allowing you to escape the lair once and for all. Knowing that the City of Roffa is safe for now.

The heroes gain 4 conquest points.

Area 2

As you wake up, you realize that you have been chained to the wall. All around lie corpses of beings that where captives of the dragon before you. Even though you do not realize why the dragon chose to keep you alive, you do realize that you can not stay put and find out. You realize that you have to find a way to break free, find your items and defeat the dragon.

The heroes are chained to the wall, and have to fight to break free. They are allowed to trade in one of their actions to throw one power dice. If they throw a surge, they break free and are allowed to use the other action to move around. If they fail to throw the surge, they can spend one fatigue to try again. The second try uses the other action of their turn, and fail or succeed their turn is over.

From this point on, whenever a hero dies, the heroes do lose conquest tokens, and instead of being revived in town, they are again brought to one of the encounter marks in area 2. They are again tied to the wall, and have to break free yet again.

The items of the heroes are stored in the chest found in area 2. The first time the chest is opened, treat it as a normal copper chest. After giving the heroes what they should receive for the copper chest, explain that the items of all the heroes are found inside, and keep the chest on the board as a reminder. From this point on, every hero has to open the chest to get the items that where stored there. Trap cards can only be played the first time the chest is opened, from then on the chest only acts as a reminder, and trap cards can no longer be played on this chest.

Area 3

As you silently proceed through the door, you realize that the chambers you have entered are the sleeping halls for the forces of evil that accompany the dragon. Monsters are found throughout the rooms, but luckily for you they appear to be asleep as well. Even though the room is scattered with treasures you realize that it might not be a wise choise to try and collect it, knowing that any sound might wake up the monsters that lie scattered through the room.

The monsters in the room are asleep and may not be attacked. In order to be able to create a difference between the sleeping monsters and the monsters that are awake, place the sleeping monsters lying down. At the end of every hero turn, in which at least one hero was present in this area, have every hero that was present roll a power dice. For every blank rolled, one monster wakes up. Chose the monster that was closest to the hero (or heroes) that rolled the blank.

At the end of every overlord turn in which there was at least one monster alive roll one power dice. If you roll a power enhancement you may wake up one monster of your choice.

As soon as there are no heroes present in the area, the area may be used to spawn new monsters, using the overlord cards, but the monsters spawned in this way must be spawned as sleeping monsters, and

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

remain sleeping monsters, untill they are awoken by any hero that attempts to move through the area. Treat both rooms and both hallways as part of the area.

Every time a hero is killed, close the doors to area 2 and 3. And whenever the doors are opened, treat the situation as if the area is revealed yet again (for the purpose of some overlord cards).

Area 4

This room is filled with bones of creatures at least three times your size. Bones that could very well have been dragons once. Even though you are used to seeing death creatures, the sight of this room sends shivers down your spine. As you enter the room, looking around, you forget for one moment that the area is not safe.

Area 5

As you enter the hallway, you can hear the dragons roar. Smell the fumes created by it's firy breath. Even though you know that you are not yet in the same room, you realize that it is close.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.